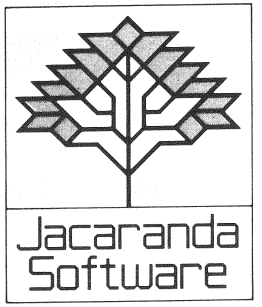

Gold~Dust Island

Operating Manual

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Apple version programmed by Rosanne Gare
BBC version programmed by David L. Smith
Commodore 64 versions programmed by Philip O'Carroll
Microbee versions programmed by Gerald Preston
Edited by Wynne Webber

You will need the following:

An Apple II Plus, Apple IIe or Apple IIc with one disk drive, a BBC Microcomputer (Model B or B+) with one 80 track disk drive, a Commodore 64 with disk or cassette drive, or a Microbee with disk or cassette drive
A black and white or colour monitor
A copy of the Student's Guide

How to use this manual

1. This manual uses CAPITAL LETTERS to represent the dialogue between you and the computer. **Bold type** in the text points out especially important things that you need to remember.
2. The sign (RETURN) means "press the key marked RETURN", or "press the key marked ◄┘" on the Apple IIe. In this manual and in the Student's Guide we will use the sign (RETURN) to mean both.
3. Words or phrases
   ON A LINE BY THEMSELVES
   describe statements displayed on the screen.
4. This manual will help you to **operate** *Gold-Dust Island*, but before playing for the first time you should become familiar with the Student's Guide to help you plan your game to achieve greater success.

Getting started on the Apple

1. Put the *Gold-Dust Island* disk (label side up) in the disk drive (do not shut the door of the drive yet).
2. Switch on the monitor.
3. Switch on the computer.
4. When the red light on the disk drive starts to glow, shut the door of the drive.
5. The Jacaranda Software logo will appear on the screen. The disk will continue to spin in the drive as the program loads into the computer.
6. Once the title display "*Gold-Dust Island*" has appeared on the screen, press any key to start the game.

Getting started on the BBC

1. Switch on the monitor.
2. Switch on the computer.
3. Put the *Gold-Dust Island* disk in the disk drive and shut the drive door.
4. Hold down the SHIFT key and press the BREAK key; then release the BREAK key *before* taking your finger off the SHIFT key.
5. The Jacaranda Software logo will appear on the screen. Pressing any key will cause the *Gold-Dust Island* title screen to appear; otherwise, after a pause, the title screen will appear automatically.
6. Once the title screen has appeared on the screen, press the SPACE BAR to start the program. (If you press Q instead of the SPACE BAR, the computer will not make any noises or play any music during the game.)

Getting started on the Commodore 64

Cassette:

1. Switch on the computer.
2. Switch on the monitor.
3. Put the tape into the cassette drive (label up).
4. Rewind the tape, then stop.
5. Hold down the computer's SHIFT key and tap the RUN/STOP key.
6. Press play on the cassette drive.
7. The screen will go blank for several minutes.
8. When the program is loaded, the Jacaranda Software logo will appear. Soon after, the title screen will appear. Press the SPACE BAR to start the program. If you wish the program to run silently (that is, with no music or error noises), press "Q" to start the program instead of pressing the SPACE BAR.

Disk:

1. Switch on the computer.
2. Switch on the monitor.

3. Switch on the disk drive.
4. After the light goes out, insert the disk (label side up) and shut the door of the disk drive.
5. Type LOAD "GOLD*",8: (Don't forget the colon.)
6. Hold down the SHIFT key and tap the RUN/STOP key.
7. Wait for the program to load. When it has loaded, the Jacaranda Software logo will appear. Soon after, the title screen will appear. Press the SPACE BAR to start the program. If you wish the program to run silently (that is, with no music or error noises), press "Q" to start the program instead of pressing the SPACE BAR.

Getting started on the Microbee

Cassette:

Important: The cassette has the program recorded on both sides, but at different speeds. Side A is at 1200 baud, which is the normal speed. Side B is at 300 baud, or four times slower. The program should normally load from side A; however, some cassette recorders do not work reliably at 1200 baud. If you have any difficulty loading from side A, try loading at 300 baud from side B.

1. Turn on the monitor.
2. Turn on the computer.
3. Type NEW and then press the RETURN key.
4. Type LOAD and then press the RETURN key.
5. Start the tape.
6. Wait until the computer beeps to indicate it has loaded the program (2–3 minutes at 1200 baud).
7. Turn off the cassette and rewind the tape.

Disk:

1. Turn on the monitor.
2. Turn on the computer.
3. Put the MASTER disk into the disk drive (label side up). If you have a dual disk drive, put it into the one with the light on.

4. Type BASIC and then press the RETURN key. Wait until the computer beeps.
5. Take out the MASTER disk and insert the *Gold-Dust Island* disk in the same drive, label side up.
6. Type RUN "INTRO" and press the RETURN key.

Introduction

1. The game begins with a brief explanation. Press the **space bar** to continue.
2. Next you will be asked to enter the number of players (2–5).
3. The computer will ask for the players' names, one by one. Type carefully.
4. Once all players' names have been entered, the computer will show you a plan of the island. Stick figures will be drawn to represent each player.
5. The stick figures will not be named (but the computer remembers which is which all the time) so **you** must remember which is your stick figure once you find out which one moves to your commands. If you forget which figure is yours, you will waste time trying to find out.

6. The computer will now print a message at the bottom of the screen:

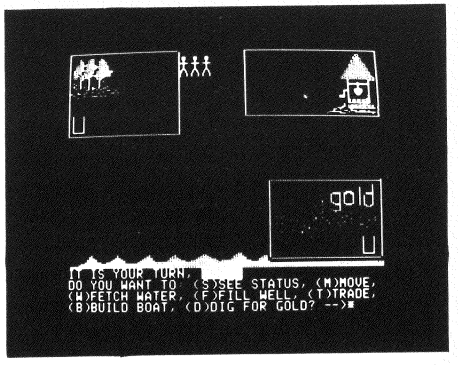
   IT IS YOUR TURN, (*name of player will be shown here*)
   DO YOU WANT TO: (S) SEE STATUS, (M) MOVE,
   (W) FETCH WATER, (F) FILL WELL, (T) TRADE,
   (B) BUILD BOAT, (D) DIG FOR GOLD? →▨

To find out what happens when you select options from this list, **read the appropriate pages of this manual first**. Don't experiment once the game has begun, or you will waste time.

Game options

We will discuss the options in the order that they appear on the screen:

(S) See status page 6
(M) Move page 6
(W) Fetch water page 8
(F) Fill well page 9
(T) Trade page 10
(B) Build boat page 12
(D) Dig for gold page 13



In this game Tony is the first player to have a turn. He will probably type S or M (RETURN). The white box after the → sign shows that the computer is waiting for a reply. Do not type anything unless you see a white box on the screen.

(S) See status

1. It is very important to know what your status is, and you can request it whenever it is your turn. **To see status does not cost you a day.** It is the only free option. If, when it is your turn, you wish to see your status, you must do this **before** you pick any other option.
2. It is a good idea to select (S) before you decide how you will plan your activities — particularly to see what tools you have been given. To see your status, type S (RETURN).
3. This information will appear at the bottom of the screen:

   CURRENT STATUS OF: (*your name*)
   TOOLS: (*the tools the computer has given you will be listed*)
   VALUE OF GOLD: (*initially you will have $Ø*)
   WATER RESOURCES: (*initially you will have 1Ø days*)
   BOAT POINTS: (*initially none*) . . . PRESS THE SPACE BAR

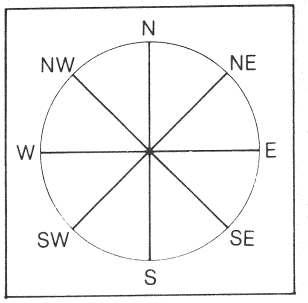
4. This information will stay on the screen as long as you need it — that is, until you press the space bar. Copy down anything you need to remember to help you plan your move.
5. When you press the space bar the computer will return you to the list of options you are given for your turn. You may now select a different one.

(M) Move

1. When you decide to move it will use up a day, so plan your move carefully.
2. To move, type M (RETURN). The following message will appear at the bottom of the screen:

   IN WHICH DIRECTION DO YOU WISH TO MOVE?
   (N) NORTH, (S) SOUTH, (E) EAST, (W) WEST,
   (NE) NORTH-EAST, (NW) NORTH-WEST,
   (SE) SOUTH-EAST, (SW) SOUTH-WEST? →▨

3. **North** is to the top of the screen; **south** is to the bottom; **west** is to the left; **east** is to the right.
   North-east is to the top right-hand corner; **north-west** is to the top left; **south-east** is to the bottom right; **south-west** is to the bottom left.
   Decide on your direction and type only the letter(s) — i.e. N or NW — which stand for your chosen direction. Then press RETURN.



4. You will now get this message:

   HOW FAR DO YOU WISH TO TRAVEL TODAY?
   SELECT A DISTANCE FROM 1 TO 4Ø.

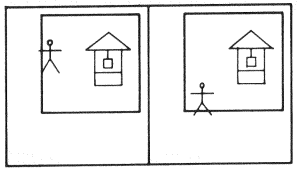
5. After a few moves you will be better able to judge how far to travel. For your first move, travelling 40 paces will get you well on your way.
6. When you have decided how far to go, type in your number and press RETURN.
7. One of these things will happen:
   (a) Your little stick figure will move.
   (b) The computer, while working out your direction and distance, might find you gave a wrong direction or distance (e.g. M instead of N, or 50 instead of 40). You will get a message telling you of your error, and will have to put your instructions in again when asked.
   (c) The computer might find that you are trying to enter a restricted zone (e.g. the boat-construction area). You will be told of your error and asked to plan your move again.
8. If you've changed your mind and don't want to move at all, you may type 0 (RETURN) instead of a **direction**. The computer will return you to the list of game options and you can select another option.
9. If you've typed in a wrong direction (E instead of W, for in-

stance), you may type 0 (RETURN) instead of a **distance**. The computer will return you to the list of directions and you may choose again.

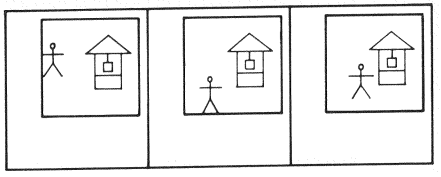
Work your move out carefully!

(W) Fetch water

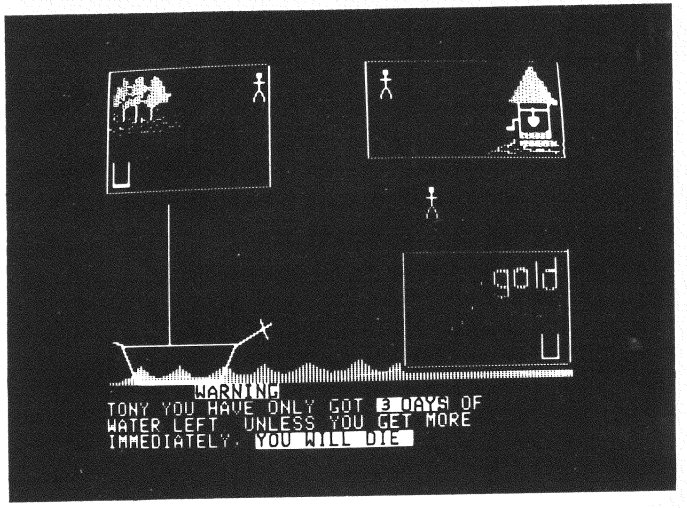
1. When the game begins, you will have ten days of water. As each day goes by (when it is your turn again, a day will have gone by), you will lose a day's supply of water.
2. If your water starts running out (if you have less than four days supply) you are in serious trouble. If your water runs out altogether, your stick player will die and you will be out of the game.
3. There are strategies you may use to make your water last longer (see the Student's Guide), but here we will just discuss how to get more water in your own supply.
4. **To get water, you must be anywhere within the water area** (the area with the well). If you are not within that area, you will have to move there. (The little figure must be **completely** within the area or you cannot get water.)
5. To move to the water area and get water may take you up to three or four days, so don't leave a trip until the last minute. Note that if you have one day's water left and you move into the water area on that turn (that is, on that day) it's too late — you'll die!
6. If you are in the water area and press W (RETURN) for your day's option, the computer will tell you that you now have ten days of water in your supply. Ten days is the maximum you can get from the well in any one visit.



These two players **cannot** get water.



Any of these three players **can** get water.

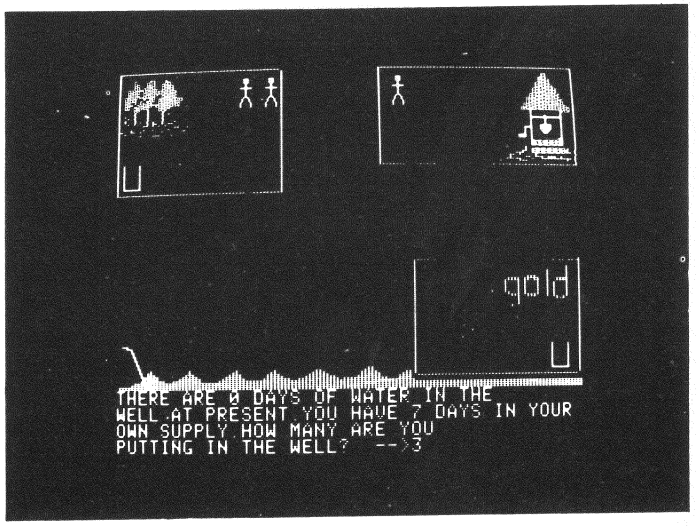


The player called *Tony* is starting to run out of water. To get water, Tony will have to move across the screen to the well. This will take three days.

(F) Fill well

1. If you elect to fill a well, you must be within either the boat-building area or the gold-mining area. The wells are the little receptacles in those areas. They will hold up to ten days of water (but no more).
2. You don't have to fill the small wells, but the interesting thing is that, if there is water in one of these and if you are in that area, as each day goes by, one day's water will go from the small well, but none from your own supply. So, if three people were digging for gold and their small well had six days of water in it, as each day went by, one day would go from the well, but none from the private supplies of the three gold diggers. If there was no water in the well, each day each gold digger would lose a day of water.
3. To fill a well, select option F (RETURN).
4. The computer will tell you how many days supply of water is in the well in your area at present, and how much water is in your own supply; it will then ask you how much you want to put in the well.

5. When you tell the computer how much water you are putting in the well, you will see it poured in and hear the bubbles. If you watch carefully, you will see it go down day by day. (A day is when all players have had a turn and they start again.)
6. The well will only hold enough water to last for ten days. If you put in too much water, it will spill and be wasted.



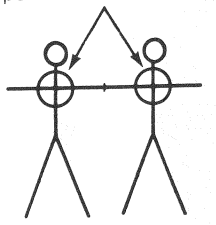
One of the two players in the boat area is about to put water in the small well.

(T) Trade

1. Before you can initiate a trade with someone, you must satisfy these two conditions:
   (a) You must name the person with whom you wish to trade.
   (b) You must be closer than ten steps apart (see the diagram). If you are too far from your trading partner, the computer will tell you how far away you are so you can make adjustments (but you lose your turn for that day).

2. The computer works out how far apart you are by determining how many paces there are between you and your trading partner (see the diagram). It is a good idea to manoeuvre so that you and your trading partner are almost on top of each other before trying to trade.

Distance between figures is measured between these points of the bodies.



For the figures to be no more than ten paces apart, the hands will be touching.

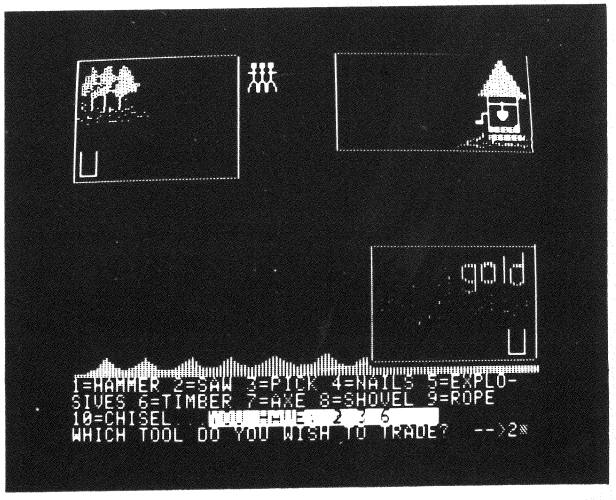
3. If you are close enough to trade, the computer will print this request:

   WHAT DO YOU WANT TO TRADE?
   (B) BOAT POINTS (G) GOLD (W) WATER SUPPLY
   (T) TOOLS (F) FINISH TRADING?→▨

4. Whichever one of these options you choose (except F) you will be reminded of how much you have (or what you have, such as which tools). You will then be asked how much of your total (or which tool) you want to give to your trading partner at this stage.
5. It is possible to trade more than one thing. For example, you may wish to give your trading partner $300 worth of gold, forty boat-building points and a hammer. The computer will keep asking you what you want to trade until you select (F) FINISH TRADING? and press RETURN.
6. **Note:** The computer will not make sure that your trading partner trades back with you. If, for example, you want to trade $800 worth of gold for four days supply of water, you must wait for your partner to select (T) TRADE for his or her turn in order to get the water once you have given your

partner your gold. The risk that your trading partner will turn into a thief is one you have to take. Of course, if you both cooperate, you will both benefit, but the computer will not remind your partner that he or she owes you something.

7. The maximum number of tools that any player can have is **four**. Therefore, if your trading partner already has three tools, you can only give one more.



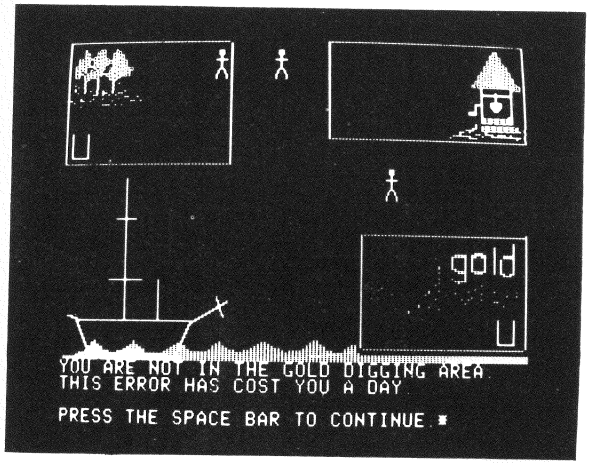
If you choose to trade tools, you will see this display.

(B) Build boat

1. In order to build the boat, you must be completely inside the boat-building area. If not, you will lose your turn if you select B (RETURN) as your activity for the day.
2. Boat building scores in two ways:
   (a) Your own boat-building points are worked out by the value of your tools for boat-building purposes (see the tool value chart on the back of the Student's Guide).
   (b) A cumulative total is kept of everyone's boat-building efforts. For example, if you and a friend are playing and, during the first day, you earn ten points at boat building and your friend earns twelve, the boat points now number twenty-two.
3. Every time the total boat points pass a multiple of twenty (e.g. 20, 40, 60, 80), part of the boat will be drawn on the screen in the special blank area.
4. Your own boat points are important because, in the event of not everyone being able to fit on the boat when the cyclone comes, players will be saved in order of their contribution to the total boat points. (Of course, if a rescue ship comes before the cyclone, your boat points don't count any longer.) You don't have to move your player to the boat-building area if you think a cyclone is coming — you will automatically be moved onto the boat if you have enough points to be saved.
5. **Note:** If the boat points add up to **less than 120** (i.e. the mast has not yet been started), **when the cyclone comes no one will be saved**. (See the back of the Student's Guide for a table showing the boat points required for the boat to carry different numbers of passengers.)
6. Each time you work on the boat, the computer will tell you how many units of work you have contributed that day, what the boat-building total is, and how much of that total has been contributed by you altogether. You might be wise to keep a check of this on your piece of paper.
   (**Note:** It doesn't matter where you are in the boat-building area — your work is equally effective **anywhere** within the box.)

(D) Dig for gold

1. To dig for gold you must be in the gold-mining area. If you try to dig outside the boundaries of this area, you will lose your turn.
2. To dig for gold, type D (RETURN) for your turn. Your gold-mining success (if any) will then be calculated. (To some extent your success depends on the value of the tools you have — see the tool value chart on the back of the Student's Guide.) You will be told how much gold you found for the day.



The player in the middle of the screen chose to dig for gold. Only a player who is in the lower right area can dig for gold.

3. Sometimes you may hit the jackpot and find a nugget worth $500. You will be told if you find such a nugget. (**Note:** It doesn't matter where you are in the gold-mining area — you have the same chance of striking it rich anywhere within the box.)

The end

1. You cannot stop this game early to see your score. If you do try to stop the game by using CTRL RESET, BREAK or switching the computer off, all scores kept by the computer will be lost.
2. Either a cyclone or a rescue ship will end the game (if all the players die, the end will come) — usually any time after sixteen days have gone by.
3. The computer will display everyone's score at the end of the game.
4. At the end of the game, follow the instructions on the screen.